



## Appendix 1 to Amendment B

### With Specification Excerpts Marked-Up to Indicate Changes

Sir:

Pursuant to rule 121, the following is a copy of all of the specification sections or paragraphs amended by the attached Amendment B, with all changes indicated by striking through deletions and underlining additions:

#### SPECIFICATION PAGE 6

~~\_\_\_\_\_ In accordance with a preferred embodiment of the invention, there is disclosed an auto racing board game based on NASCAR<sup>TM</sup> racing rules. In practical terms, it is a board game that incorporates familiar six sided casino style dice, 44 uniquely designed pit passes, capital tokens for which poker chips may be substituted. It also is adapted to incorporate popular 1/24 or 1/64 scale model racing cars as playing pieces. The game uses a method moving these playing pieces on track lanes that are of effectively unequal length, the progress along these lanes being based on the statistical probability of various possible dice combinations in such a way as to give players in each lane an equal probability of winning in spite of the various lane lengths.~~

~~\_\_\_\_\_ One object of the invention is unpredictability in that the various racing lanes on the game board have unequal numbers of squares to traverse balanced by a probability based system for determining the number of squares each player may can advance on each move. This gives each player equal odds for winning, but gives false appearances or ambiguity as to what player may actually be in the lead.~~

\_\_\_\_\_ In accordance with a preferred embodiment of the invention, there is disclosed an auto racing board game based on NASCAR<sup>TM</sup> racing rules. In practical terms, it is a board game that incorporates familiar six

sided casino-style dice, **forty-four** uniquely designed pit passes, capital tokens for which poker chips may be substituted. It also is adapted to incorporate popular 1/24 or 1/64 scale model racing cars as playing pieces. The game uses a method of moving these playing pieces on track lanes that are of effectively unequal length, the progress along these lanes being based on the statistical probability of various possible dice combinations in such a way as to give players in each lane an equal probability of winning in spite of the various lane lengths.

One object of the invention is unpredictability in that the various racing lanes on the game board have unequal numbers of squares to traverse balanced by a probability-based system for determining **whether any given player may advance on any given move**. This gives each player equal odds for winning, but gives false appearances or ambiguity as to what player may actually be in the lead.

## SPECIFICATION PAGE 8

### Detailed Description of the Preferred Embodiments

Detailed descriptions of the preferred embodiment are provided herein. It is to be understood, however, that the present invention may be embodied in various forms. Therefore, specific details disclosed herein are not to be interpreted as limiting, but rather as a basis for the claims and as a representative basis for teaching one skilled in the art to employ the present invention in virtually any appropriately detailed system, structure or manner.

~~In accordance with a preferred embodiment of the invention, there is disclosed an auto racing board game based on NASCAR<sup>TM</sup> racing rules. In practical terms, it is a board game that incorporates familiar six sided casino style dice, **44** uniquely designed pit passes, and capital tokens for which poker chips~~

~~may be substituted. The game board is adapted to incorporate popular 1/24 or 1/64 scale model racing cars as playing pieces. The game uses a method of moving these playing pieces on track lanes that are of effectively unequal length, the progress along these lanes being based on the statistical probability of various possible dice combinations in such a way as to give players in each lane an equal probability of winning in spite of the various lane lengths.~~

~~———— To illustrate the probability based system of advancement, fig. 1 is a top view of the playing board (10) constructed in accordance with this invention having eleven straight lanes numbered two through twelve and laid out as follows;~~

In accordance with a preferred embodiment of the invention, there is disclosed an auto racing board game based on NASCAR™ racing rules. In practical terms, it is a board game that incorporates familiar six-sided casino-style dice, **forty-four** uniquely designed pit passes, and capital tokens for which poker chips may be substituted. The game board is adapted to incorporate popular 1/24 or 1/64 scale model racing cars as playing pieces. The game uses a method of moving these playing pieces on track lanes that are of effectively unequal length, the progress along these lanes being based on the statistical probability of various possible dice combinations in such a way as to give players in each lane an equal probability of winning in spite of the various lane lengths.

SPECIFICATION PAGE 9

~~— Lanes 2 and 12 having two squares.~~

~~———— Lanes 3 and 11 having three squares.~~

~~———— Lanes 4 and 10 having four squares.~~

~~Lanes 5 and 9 having five squares;~~

~~Lanes 6 and 8 having six squares;~~

~~Lane 7 having seven squares;~~

Lanes 2 and 12 having two squares

Lanes 3 and 11 having three squares

Lanes 4 and 10 having six squares

Lanes 5 and 9 having eight squares

Lanes 6 and 8 having ten squares

Lane 7 having twelve squares

SPECIFICATION PAGE 9

~~(44) Forty-four pit passes~~

(40) Forty-four pit passes

SPECIFICATION PAGE 11

~~(1) Playing board having eleven lanes numbered two through twelve and laid out as follows;~~

~~Lanes 2 and 12 having two squares through which a player must advance;~~

~~Lanes 3 and 11 having three squares through which a player must advance;~~

~~Lanes 4 and 10 having four squares through which a player must advance;~~

~~Lanes 5 and 9 having five squares through which a player must advance;~~

~~Lanes 6 and 8 having six squares through which a player must advance;~~

~~Lane 7 having seven squares through which a player must advance;~~

~~Each lane also comprising five contiguous blocks delimited by four "tire lines", designated as the "one", "two", "three" and "four" tire lines~~

~~(2) 9 status/penalty flags (tokens): 5 yellow, 2 red and 2 black;~~

~~(3) 2 dice;~~

~~(4) 44 pit passes (tokens, four for each lane);~~

~~(5) 150 single tire token (capital represented by disks resembling large poker chips, of which accumulation of the greatest number determines the winner;~~

~~(6) 50 tire set tokens worth four tires each;~~

~~(7) 2 tire haulers (receptacle for tire tokens not presently owned by any given player);~~

~~(8) 11 racing car playing pieces; and~~

~~(9) 2 winner's cups (receptacles for holding player's stakes. The pot.)~~

(1) Playing board having eleven lanes numbered two through twelve and laid out as follows;

-Lanes 2 and 12 having two squares through which a player must advance.

-Lanes 3 and 11 having four squares through which a player must advance.

-Lanes 4 and 10 having six squares through which a player must advance.

-Lanes 5 and 9 having **eight** squares through which a player must advance.

-Lanes 6 and 8 having **ten** squares through which a player must advance.

-Lane 7 having **twelve** squares through which a player must advance;

-Each lane also comprising five contiguous blocks delimited by four "tire lines", designated as the "one", "two", "three" and "four" tire lines

(2) 9 status/penalty flags (tokens): 5 yellow, 2 red and 2 black ;

(3) 2 dice;

(4) 44 pit passes (tokens, four for each lane);

(5) 150 single tire token (capital represented by disks resembling large poker chips, of which accumulation of the greatest number determines the winner;

(6) 50 tire set tokens worth four tires each;

(7) 2 tire haulers (receptacle for tire tokens not presently owned by any given player);

(8) 11 racing car playing pieces; and

(9) 2 winner's cups (Receptacles for holding player's stakes. The pot.)

SPECIFICATION PAGE 16

(Fourth paragraph to follow the heading "Racing" (line 14))

The race continues until the winning car reaches the finish line. **Note that once a car has advanced to the last segment of its lane, it has effectively reached the finish line and finished the race. That player needs not roll the dice again to actually cross the line.--**

SPECIFICATION PAGE 16

(First paragraph to follow the heading entitled "The Object of the Game (Winning)", lines 17 through 22)

~~When the first car crosses the finish line, the race is completed. Any driver holding valid pit passes for the lane in which the first car finishes is a winner. Take all of the tires from the winner's cups and divide them into four stacks with an equal number in each. Any tires left over are placed back into the tire winner's cups for the next race. Then the four stacks are distributed to the players, one stack for each winning pit pass. (Note that there will always be four winning pit passes.)~~

When the first car **reaches** the finish line, the race is completed. Any driver holding valid pit-passes for the lane in which the first car finishes is a winner. Take all of the tires from the winner's cups and divide them into four stacks with an equal number in each. Any tires left over are placed back into the tire winner's cups for the next race. Then the four stacks are distributed to the players, one stack for each winning pit pass. (Note that there will always be four winning pit passes.)